CROSSWORD MAGIC ®

REQUIRES: ATARI 800
40K ONE DISK DRIVE
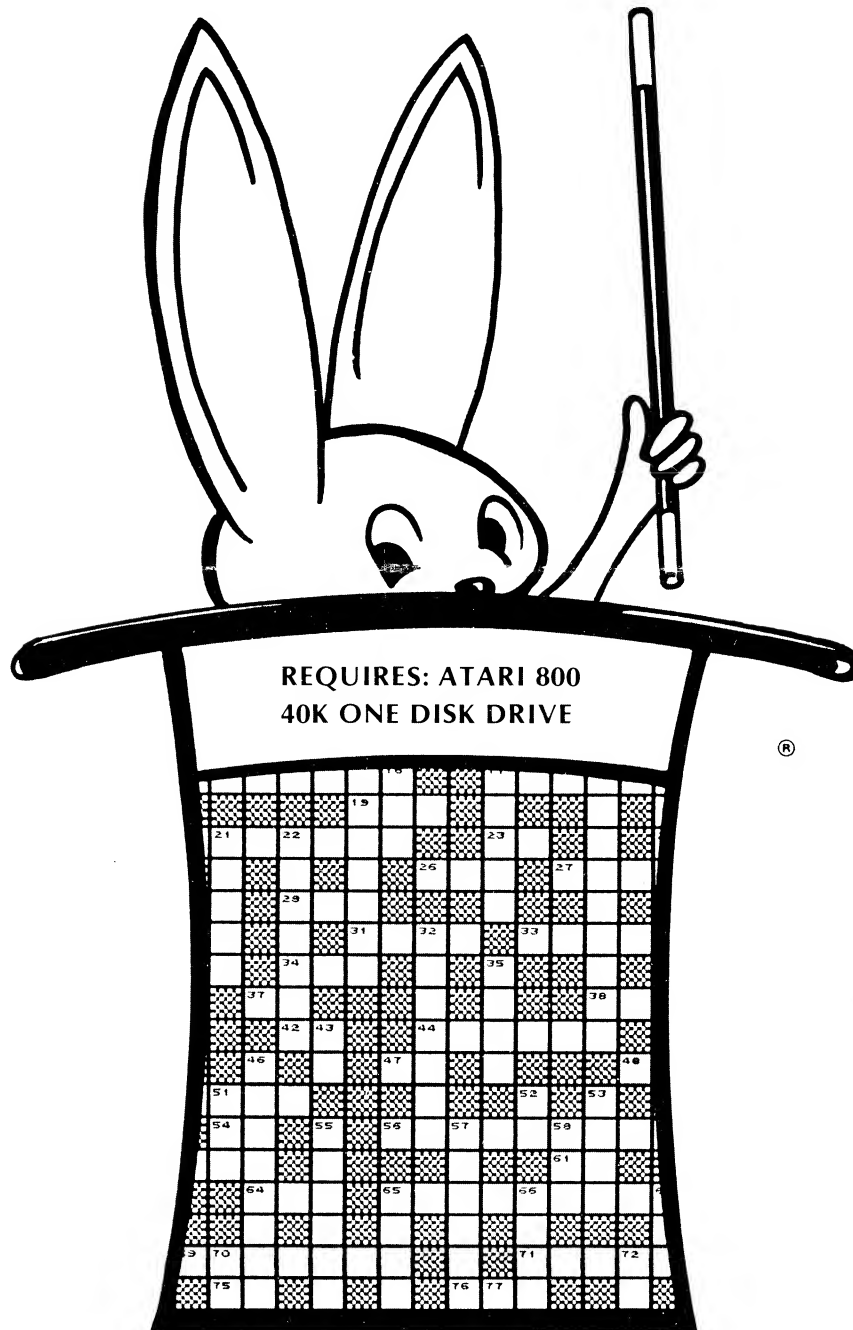
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L & S Computerware

CREATE A PUZZLE

Select (1) Create a puzzle and use AUTOMATIC PUZZLE SIZING or choose the desired puzzle size from 3 to 20 boxes. Simply type a word and press the RETURN key. CROSSWORD MAGIC will automatically interconnect and enter your word on the puzzle grid. Holding the CTRL key down while pressing the letter R will RE-LOCATE your word to the next available location. If your word does not fit, it becomes an UNUSED word and is stored away for possible future use. Flashing letters are used to identify the most recent entry to the puzzle. Holding the CTRL key down while pressing the letter X will remove ALL flashing letters. When ready, you then enter a clue for each word. Clues may be 90 characters long (three lines). After all clues have been entered they may be reviewed and retyped as needed. You may save your puzzle at any time. If your puzzle is incomplete, it will be identified with "(inc)" after the puzzle name. Pressing the OPTION key will display the various options needed to create a puzzle.

PRINT A PUZZLE

Insert any disk containing the puzzle to be printed and select (2) Print a puzzle. After making your selection, your puzzle will be displayed. If you answer Yes to "Print this puzzle (y/n)", your current printer setting will be displayed. Press START to begin printing or change printer setting as required.

TRANSFER A PUZZLE

Insert any disk containing the puzzle to be transferred and select (3) Transfer a puzzle. After selecting your puzzle it will be displayed on the screen. Then insert another disk and press the START key.

DELETE A PUZZLE

Insert any disk containing the puzzle to be deleted and select (4) Delete a puzzle. After making your selection, your puzzle will be displayed. If you answer Yes to "Delete this puzzle (y/n)", your puzzle will be deleted.

COMPLETE A PUZZLE

Insert any disk containing your INCOMPLETE puzzle and select (5) Complete a puzzle. After making your selection, you may continue and save progress again or complete the puzzle.

EDIT A PUZZLE

Insert any disk containing the COMPLETED puzzle you wish to EDIT and select (6) Edit a puzzle. After making your selection, you may add more words to the puzzle, retype any clue or rename the puzzle.

PLAY A PUZZLE

Insert any disk containing the puzzle to be played and select (7) Play a puzzle. After making your selection, your puzzle will be displayed with the appropriate clue and a flashing cursor to denote your position. Pressing the SPACE BAR will change your direction ACROSS or DOWN. Using the ARROW KEYS will move the cursor Left, Right, Up or Down. Type directly on the puzzle, if you wish to change a letter simply type over it. To erase a letter press any NUMBER key. If you wish to finish the puzzle later, you may save your progress. Incomplete puzzles are identified with your initials after the puzzle name. When finished, select the answers option and your puzzle will be corrected and scored. All correct answers will be identified with inverted lettering. While reviewing clues, pressing the RETURN key will display your original answers. Pressing the OPTION key will display the various options needed to play a puzzle.

PUZZLE STORAGE

Your CROSSWORD MAGIC disk will contain a maximum of 20 puzzles. For additional puzzle storage, save your puzzle to a BLANK disk.

SYSTEM REQUIREMENTS

- Atari 800, 40K of memory. One disk drive.
- IDS Paper Tiger 440G, 445G, 460G, 560G, Microline A24, A34, 84, MPI 88G, 99G, Epson MX-80, MX-80 TYPE II, MX-100, Centronics 122, 352, 353, 739, NEC PC-8023, C. Itoh Prowriter, Anadex DP-9000, 9001, 9500, 9501 and Malibu 200.
- Microline 82A and 83A printers require "Okigraph" rom upgrade kit.
- Epson MX-80 printer requires "Graftrax" rom upgrade kit.

LIFETIME WARRANTY

IN THE EVENT ONE OF L & S COMPUTERWARE'S SOFTWARE PRODUCTS BECOMES DAMAGED OR WORN OUT, RETURN THE DISK AND L & S COMPUTERWARE WILL SEND YOU A NEW DISK CONTAINING THE LATEST VERSION OF THE ORIGINAL PRODUCT. A $5.00 REPLACEMENT FEE PER DISK PLUS SHIPPING AND C.O.D. CHARGES WILL BE COLLECTED UPON RETURN. WITH PROOF OF PURCHASE, REPLACEMENTS ARE FREE TO THE ORIGINAL PURCHASER WITHIN THE FIRST 90 DAYS.

•• Crossword Magic — Tips and Techniques ••

In the following, OBJECT word refers to the most recent typed word to enter the puzzle.

- When creating a puzzle, use longer words first. Then use smaller words to fill the puzzle in.
- When an Object word enters the puzzle, you may RELOCATE or REMOVE it. Once another word is entered to the puzzle, it becomes the Object word and control is lost on the previous puzzle entry.
- When pressing CONTROL-R to relocate an Object word, any other FLASHING words are returned to unused word storage before the Object word is relocated.
- Pressing CONTROL-X will remove the most recent entry to the puzzle. The most recent entry may include one or more UNUSED words. If you wish to include any word that has been removed, it must be retyped.
- You may have up to 500 UNUSED words. When saving progress, UNUSED words are also saved.
- When playing or printing a puzzle, clues appear exactly as they do when entering them. When typing in a clue, if a word is going to split between lines, press the Space Bar to move the cursor to the next line before typing a word. This will make for better looking clues.
- Incomplete puzzles cannot be printed. A puzzle is not complete until all clues are entered.
- While creating or playing a puzzle, if in doubt as to your next step...press the OPTION key.
- Whenever you select the option RESTART, if the message "WARNING Puzzle will be lost" appears, your puzzle is NOT saved on the disk and will be lost.
- To change background color, press the SELECT key.
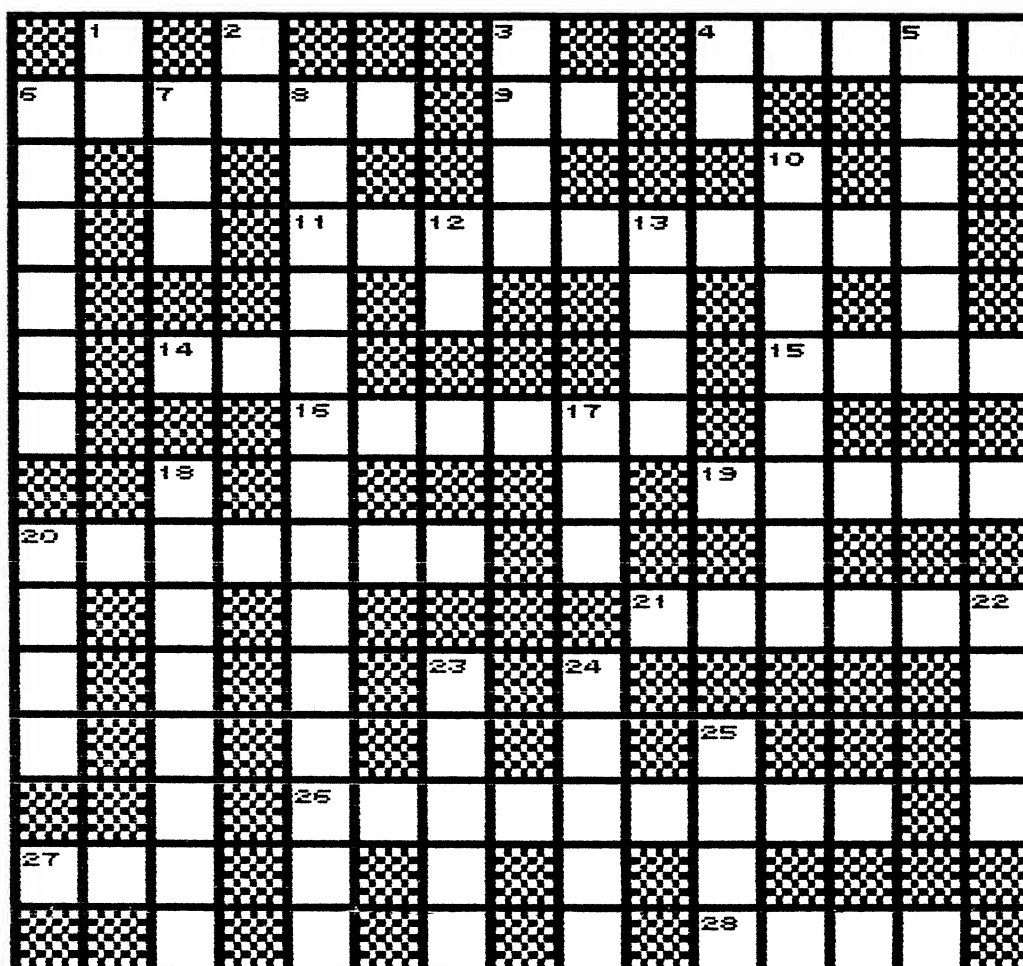- Save a backup copy of all important puzzles on a storage disk.

•• THE FOLLOWING ARE REGISTERED TRADEMARKS ••
Atari, MX-80, MX-80 TYPE II, MX-100, Graftrax, Microline, Okigraph and Paper Tiger.

COMPUTERS

ACROSS CLUES

4. CIRCLE ON DISK
6. TEXT WINDOW UPWARD MOVEMENT
9. GOES WITH "THEN"
11. A PUZZLE IN WHICH WORDS FIT INTO A PATTERN OF SQUARES
14. RANDOM ACCESS MEMORY
15. INPUT OR OUTPUT CHANNEL
16. A PROBLEM DESIGNED FOR TESTING INGENUITY
19. DETAILED GRAPHICS
20. DEVICE USED TO MARK LETTERING ON PAPER
21. LAST NAME OF A NOTED FRENCH SCIENTIST
26. PROGRAM WHICH CONVERTS SOURCE CODE INTO OBJECT CODE
27. SMALLEST AMOUNT OF INFORMATION A COMPUTER CAN HOLD
28. BASIC COMMAND FOR STORING DATA

DOWN CLUES

1. AN ACRONYM FOR INTEGRATED CIRCUIT
2. IN/OUT TERM
3. EIGHT ---- TO A BYTE
4. IC MANUFACTURER IN TEXAS
5. BLINKS ON SCREEN
6. SEGMENT OF A DISK TRACK
7. READ ONLY MEMORY
8. CREATOR OF CROSSWORD MAGIC
10. DRAWINGS AND ILLUSTRATIONS
12. POWER UP
13. HARD OR SOFT ----
17. LIGHT EMITTING DIODE
18. MEDIA FOR STORING SOFTWARE
20. PROGRAMMABLE READ ONLY MEMORY
22. RUNOUT BASIC PROGRAM
23. LOWEST LEVEL COMPUTER LANGUAGE
24. A COUNTER FOR MEASURING TIME
25. A SPOT ON A TV SCREEN